

ABSTRACT OF THE DISCLOSURE

In a system where client and server components (or actors) of an application are organized as complementary hierarchical graphs, a method and

5 apparatus for creating server applications and dynamically deploying server applications on a client system are described. The server graph comprises, as a minimum, server nodes corresponding to the union of all possible client nodes, whereas each client graph corresponds to a subset of the related server nodes.

The server graph is a compound tree from which all possible combinations of client trees can be dynamically created. At a desired time, for example, when the client requests for a client tree representation, the server creates the client tree representation using a peeling process to determine which nodes in the server actor tree should be included in the client tree representation. The peeling process involves determining the server actor nodes that meet a set of criteria for the particular client. The generated client tree structure contains objects that are shipped via a secured communication interface to the client in a tree structure.